Mutophage

Horust tried to ignore the sideling glances of the fearful villagers as he made his way through town. He was a monster, and he needed no reminders of it. But unlike his brothers and sisters, who had given into the plague and become nothing more than mindless beasts. Horust had learned to harness his morbid affliction.

As the light of the day faded, Horust allowed his body to warp and shift in any number of vile ways. The people of this village might fear him. But without his protection, the creatures of the otherworld would have destroyed their settlement long ago. Tonight was no different.

As the abomination that was once his sister Seraph barrelled towards him out from the tainted forest, Horust unleashed a monstrous bellowing screech and charged, headlong, into the fray. There would be no respite from the pain of transformation tonight. Only a monster could hope to hold it's own against a monster.

Afflicted Beings

Mutophages are wholly unlike other adventurers and classes - they are beings afflicted by a terrible curse. This curse may take the form of a virulent disease, a pestilent cancer, or a parasitic defilement of their body, but whatever it's form, it is an affliction that warps the body in painful and grotesque ways.

For this suffering, the power a Mutophage might unleash is terrifying in it's might. Harnessing grotesque abilities from both this world and the next, no two Mutophages are alike, and with a strong enough will, these monsters among men are capable of turning their greatest affliction into their greatest strength.

Creating a Mutophage

When creating a Mutophage, the first question to ask yourself is how you came by your mutagenic powers. For those afflicted from birth, there is rarely any course left to them but to become a monster. But to others, the unbridled power of mutation holds such a draw that they are willing to inflict terrible consequences upon themselves to experience it's potential.

A mutophage may draw their power from an arcane experiment gone horribly wrong, or from a birth too close to lands tainted in fel or otherworldly energies. Perhaps your parentage includes some terrible unknown from the far realm, or maybe your affliction is a literal curse, placed upon you as punishment for crimes against a powerful coven or spell caster.

Mutation is a violent process which tears and rends flesh, warping the body into new shapes. Do you seek redemption by slaying the monsters you have been cursed to become, or do you simply lose yourself in the power of becoming an unstoppable nightmare all your own?

A Mutophage can rarely walk the world unaccosted by the terrified looks of children, or the sideling glances of society. Their power comes at the price of forever being marked as an outcast and a monster; and what's more each mutation brings new pain which they must bear. Whatever the source of your affliction, consider how these mutations have affected your life, and how you may have learned to cope with the painful transformations that accompany your power.

Some Mutophages seek drugs or alcohol as a way to escape their torment, while others revel in the uniqueness of their own being. A Mutophage is always acutely aware of how the world must inevitably see them. Do you seek to undo your curse and return to a former life, or are you happy with your newfound power? Perhaps your rush headlong into battle, hoping each day that this fight might be your last.

Mutophage

Level	Proficiency Bonus	Features	Mutations Known	Maximum Active Mutations	Unnatural Weapon Dice
1st	+2	*Unnatural Weapon, Mutative Evolution*	2	1	1d4
2nd	+2	*Rapid Recovery*	3	2	1d4
3rd	+2	*Vile Affliction*	3	2	1d4
4th	+2	*Ability Score Increase*	4	3	1d4
5th	+3	*Mutative Evolution*	5	3	1d6
6th	+3	*Uncanny Strike*	6	4	1d6
7th	+3	*Vile Affliction*	6	4	1d6
8th	+3	*Ability Score Increase*	7	4	1d6
9th	+4	*Mutative Evolution*	8	5	1d8
10th	+4	*Vile Affliction*	8	5	1d8
11th	+4	*Disturbing Transformation*	9	5	1d8
12th	+4	*Ability Score Increase*	10	5	1d8
13th	+5	*Mutative Evolution*	11	5	1d10
14th	+5	*Reactive Adaptation*	12	6	1d10
15th	+5	*Vile Affliction*	12	6	1d10
16th	+5	*Ability Score Increase*	13	6	1d10
17th	+6	*Mutative Evolution*	14	6	1d12
18th	+6	*Vile Affliction*	14	6	1d12
19th	+6	*Ability Score Increase*	15	6	1d12
20th	+6	*Metamorphosis*	16	7	1d12

Class Features

As a Mutophage, you gain the following class features.

Hit Points

Hit Dice: 2d6 per Mutophage level
Hit points at 1st Level: 12 + twice your Constitution modifier
Hit points at higher Levels: 2d6 (or 8) + your Constitution modifier each level after 1st.

Proficiencies

Armor: Light Armor
Weapons: Simple Weapons, Natural Weapons Shortswords, whips.
Tools: Alchemist's Kit or Disguise Kit.
Saving Throws: Strength, Constitution.
Skills: Choose two from Acrobatics, Athletics, Arcana, Deception, Insight, Intimidation, Medicine, and Survival.

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- Two daggers or a Shortsword.
- Two sets of Travellers Clothes.
- Your choice of an Alchemist's Kit or a Disguise Kit.
- Your choice of an Explorer's pack or a Dungeoneer's pack.

Strange Hit Dice

A Mutophage's Hit Dice are a little different from other classes and are meant to represent the resilience that a mutophage has developed as they learn to control their mutations.

The Mutophage gains 2 hit dice each level, which can be spent independently of each other when healing or activating class features. While this also has the potential to increase their average hit point gain each level, keep in mind that a mutophage's hit point maximum is almost always reduced.

Unnatural Weapon

Beginning at 1st Level Your mutated physiology is capable of shaping itself into devastating weapons. Beginning at 1st level, as an action on your turn you may instead transform a portion of your body (usually a limb) into any weapon you are proficient with. Or fuse a weapon you are holding into your flesh. When you do so your hit point maximum is reduced by the maximum value of the weapon's total damage dice.

This transformation lasts until you complete a long or short rest, are knocked unconscious, or until you choose to end it as an action. While a limb or appendage is transformed in this way, it cannot be used except as a weapon. The maximum number of these unnatural weapons that you may have active at one time is equal to your proficiency bonus. A fused weapon returns to normal when the transformation ends.

Weapons that are created or fused in this way are considered natural weapons for the purpose of your abilities and class features, and cannot be disarmed.

When you make an attack with a natural weapon, you always add your relevant ability modifier to the damage role, as if weilding it in your main hand. In addition, attack you make with natural weapons deal additional damage of the weapon's type as shown in the "Unnatural Weapon Dice" column of the mutophage class table At first level, this damage is 1d4, and it increases as you gain additional levels in mutophage.

Weapons with the ammunition property, when created in this way, do not require ammunition, but instead reduce your current hit points by 1 each time they are fired. If a thrown weapon produced using your unnatural weapon feature is lost or destroyed, your hit point maximum cannot be restored until you complete a short or long rest.

Mutative Evolution

A Mutophage's unique ability involves warping their body in painful and dangerous ways.

Temporary Mutations

The Mutophage table shows how many mutations you have access to based on your level, chosen from the list at the end of this class description.

As a bonus action on your turn, you may choose to expend hit dice to activate these mutations. When you do so, your hit point maximum is reduced by the maximum value of the hit dice spent until the mutation ends. You may expend a number of hit dice equal to no more than your proficiency bonus in a single round. Once activated, a mutation remains active at it's current tier until you complete a long or short rest, are knocked unconscious, or until you choose to reduce it's tier or end it as an action. When reduced in this way, your hit point maximum cannot be restored except by ending the mutation or reducing it's tier.

The maximum number of mutations you may have active at one time is listed on the Mutophage table at the beginning of this class.

Mutation Save DC

Some of your features or abilities may require creatures to make saving throws against the horrifying effects of your mutations. The DC of these saving throws is equal to 8 + constitution modifier + proficiency bonus. This reflects your ability to contain or control the terrible effects of your mutations on yourself and others.

Permanent Evolutions

As your body warps and changes, some of your mutations eventually become permanent. At first level, and again at 5th, 9th, 13th, and 17th levels, you choose one mutation you know, or unnatural weapon you can create. This mutation becomes a permanent feature of your body - leaving a visible deformity even when not active - and no longer costs hit dice or reduces your maximum hit points to activate a single instance at it's first tier, Although you must still spend additional hit dice to activate the mutation's higher tiers

When you gain additional permanent evolutions, you may instead choose to increase the tier of an evolution you currently possess by one, or increase the number of instances of a first tier evolution you know by one.

Rapid Recovery

By 2nd level, your body has learned to recover from the trauma of mutation and injury much faster than normally possible. Whenever you complete a short rest, you regain a number of hit dice equal to your proficiency bonus.

Vile Affliction

Beginning at 3rd level, your mutations have begun to manifest into a distinct abnormality. Choose one of the following Afflictions: The Parasite, The Contagion, or The Cancer, each of which is detailed at the end of this class description.

Ability Score Increase

When you reach 4th level, and again at 8th, 12th, 16th and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. You can choose to gain a feat as per the Player's Handbook instead of improving ability scores.

Uncanny Strike

Beginning at 6th level, your unnatural physiology allows you to strike in unnatural ways. When you take the attack action on your turn, you can make a number of additional attacks equal to 1/2 your proficiency bonus. Each of these attacks must be made with a natural weapon.

In addition, your Natural Weapons are considered magical for the purposes of overcoming resistances and immunity to non-magical attacks and damage.

Disturbing Transformation

Your Mutations have become so repulsive that by 11th level, when you activate a mutation, you may choose to force all creatures that can see you to make a wisdom saving throw against your Mutation save DC or become frightened of you until the end of their next turn. Allies have advantage against being intimidated in this way.

Reactive Adaptation

By 14th level, Your mutative physiology reflexively hardens itself against damage. As a reaction when you would take damage, you may spend a hit die as if activating a mutation to gain resistance to the triggering damage type until the end of your next turn. You may use this ability a number of times between long rests equal to your constitution modifier. Maximum Hit points reduced as part of this ability remain reduced until you complete a long rest.

Metamorphosis

At 20th level, your mutations have become terrifyingly transformative, twisting your body into grotesque and terrible creatures. As an action on your turn, you may warp your body into the mutated likeness of any creature with a challenge rating equal to your level or lower by spending a number of hit dice equal to the CR of the creature as if you were activating a mutation

Your game statistics are replaced by the statistics of the chosen creature, though you retain your alignment and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus listed in its statistics is higher than yours, use the creature's bonus in place of yours. You can't use any legendary actions or lair actions of the new form.

You retain your normal hit points and hit dice while in this form, as well as the benefits of any features from your class, race, or other source and can use them, provided that your new form is physically capable of doing so. You also retain the benefits of any active mutations and evolutions, and may activate additional mutations as normal. You can speak in this form, regardless of weather or not the creature can normally speak.

When you transform, you choose whether your equipment falls to the ground, merges into the new form, or is worn by it. Worn equipment functions as normal. The GM determines whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change shape or size to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge into your new form. Equipment that merges has no effect in that state.

The creature you transform into cannot be a construct or elemental or undead, and you must have seen the creature at least once. You transform into a grotesque approximation of the creature, one without any Spellcasting traits.

This transformation lasts for one hour, or until you choose to end it as an action on your turn. While the transformation is active, you can use your action to assume a different form following the same restrictions and rules for the original form. You may use this feature a number of times each day equal to your constitution modifier

Vile Affliction

Nothing defines a Mutophage more than the source of their affliction. Unlike other classes, a Mutophage's Affliction is something they choose - rather, ti is a terrible curse which they have learned to harness in order to survive. The Afflictions outlined here represent the most common manifestations of such terrible mutation.

The Parasite

Many Mutophages feel as if the mutations which twist their body take on an almost parasitic life of their own. But for some, this parasitic nature is all too real.

Parasitic Host

Your mutations begin to take the form of parasitic abominations which are capable of separating from your body to act on their own.

Beginning at 3rd level, when you spend hit dice to activate a mutation, you may instead choose to form a parasite with the statistics shown on the stat block below, which appears in your space. The parasite acts on your turn, and you may telepathically command it as a free action.

Mutophage Parasite

Tiny aberration, unaligned

Armor Class 15
Hit Points See Parasitic Nature
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	2 (-4)	3 (-4)	2 (-4)

Saving Throws Str +3, Dex +2, Con +1
Senses Passive Perception 6
Languages -
Challenge 1/2 (100 XP)

Parasitic Nature. The Parasite's starting hit points equal 1d6 + the Mutophage's constitution modifier, per hit dice spent, and no maximum hit point value. The Parasite cannot gain hit points except through the use of it's **Feed** action.

Symbiotic Link. The Parasite adds the Mutophage's Proficiency bonus to its attack rolls and damage rolls, as well as to skill checks and saving throws in which it is proficient.

Spider Climb. The Parasite can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Latch On. *Melee or Ranged Weapon Attack:* +4 to hit, reach 10 ft., one creature. *Hit:* 6 (1d8+2) piercing damage and the Parasite attaches to the target. While attached the Parasite Cannot make this attack again. A creature may use it's action to attempt to remove the parasite by making a strength check contested by the Parasite's strength saving throw.

Feed. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature the Parasite is attached to. *Hit:* 7 (1d8+3) necrotic damage. The target's hit point maximum is reduced by the damage taken, and the Parasite gains hit points equal to the same amount.

Symbiosis

Starting at 7th level, you have formed a type of symbiosis with the abhorrations that spawn from your flesh. As a bonus action on your turn, you may choose to absorb one parasite within 5 ft of you. When you do so, your maximum hit points are restored by the maximum value of any hit dice spent to create the parasite, and you regain hit points equal to the parasite's current hit point total. If this would restore your hit points above your hit point maximum, you instead gain the remainder as temporary hit points.

Bloodburst

At 10th level you have begun to unlock the truly gruesome power of your parasitic creations. If one of your parasites takes bludgeoning, piercing or slashing damage while it's current hit points are greater than it's starting hit points, it explodes violently.

Creatures within 5ft of a parasite when it explodes must succeed on a dexterity saving throw against your Mutation save DC, or take acid damage equal to the exploding parasite's final hit points. If a parasite is attached to a creature when it explodes, that creature automatically fails it's dexterity save.

When a parasite explodes, your maximum hit points are restored as if you had deactivated a mutation, however you do not recover any hit points.

Symbiotic Growth

By 15th level, your body is capable of generating parasites at a horrific rate. When you spend hit dice to create a parasite and have temporary hit points from your Symbiosis class feature, you may subtract the hit point cost from your temporary hit points instead of your maximum hit points.

Parasitic Mutation

At 18th level, you have unlocked the true potential of your grotesque parasites. When you spend hit dice to create a parasite, you may spend additional hit dice as if activating a mutation in order to apply that mutation to the parasite. A parasite can have a number of active mutations equal to 1/2 your constitution modifier.

When you use your symbiosis feature to absorb a parasite with one or more mutations, your hit points are restored by the maximum value of all hit dice spent in the creation of the parasite, including those spent to apply it's mutations.

The Contagion

There are some Mutophages who's virulent malady is not content within their own body. Spreading their mutations like a plague, these Mutophages have the power to corrupt everything they touch, friend, foe, or otherwise.

Infectious Mutation

Beginning at 3rd level, the affliction that causes your vile mutations is not content to ravage your body alone. Once per round when you make an attack against target using your unarmed strike or natural weapon, you may expend a hit dice as if activating a mutation to force the target of the attack to make a constitution saving throw against your mutation save DC. On a failure, the target gains your choice of one of the following effects:

- The Target is Blinded.
- The target has Disadvantage on attack rolls and ability checks.
- The Target's speed is halved.
- The Target cannot maintain effects which require concentration.
- The Target's AC is reduced by 2.
- The Target cannot regain hit points.

This effect lasts for 1 minute. The target may repeat it's saving throw at the beginning of each of it's turns. On a success, the effect ends.

Controlled Infection

By 7th level you have learned to control the infectious aspects of your mutation. As an action on your turn, you may touch a willing creature and cause them to mutate as if they had activated a mutation you know. You expend Hit Dice as if activating the mutation yourself, however, your maximum hit points are not reduced.

This mutation remains active on the target for a number of rounds equal to your proficiency bonus. At the end of this period the Mutation Deactivate, and the target must make a constitution saving throw against your mutation save DC, or gain a level of exhaustion

Virulent Strain

By the time you reach 10th level, your mutagenic curse has become increasingly virulent. Living creatures have disadvantage on saving throws against your infectious mutation feature.

Compounding Severity

By the time you reach 15th level, the corrupting nature of your viral mutation has become exponentially more potent. Each time an enemy fails a saving throw against your infectious mutation feature, it suffers an additional effect, up to a maximum of 6.

Mutagenic Plague

Beginning at 18th level, those you mutate become infectious as well. Whenever an ally currently mutated by your Controlled Infection feature deals damage with a melee attack against a living creature, they may choose to spend a hit dice of their own to subject the target to your Infectious Mutation feature.

The Cancer

To those Mutophages unlucky enough to be afflicted by the cancer, their ghastly mutations are both chaotic, and unpredictable. But with such entropic mutation often comes terrifying power.

Cancerous Mutation

Beginning at 3rd level when you gain this affliction, any time you spend hit dice to activate a mutation or other class feature, roll a d20. On a 1, you must immediately roll on the Cancerous Mutation Table, and suffer it's effect. This effect lasts until you complete a long rest, or until ended by an effect such as Lesser Restoration.

Visceral Overgrowth

Also at 3rd level, your body's natural ability to recover from damage has been pushed into overdrive. Whenever you start your turn with at least one mutation active, you gain temporary hit points equal to your proficiency bonus.

Volatile Evolution

Starting at 7th level, you have learned to use the unstable nature of your mutations to your advantage. Whenever you complete a long rest, you may replace one of the permanent mutations granted by your Mutagenic Evolution feature with any other mutation you know.

Controlled Chaos

By the time you reach 10th level, you have gained some level of mastery over the chaotic effects of your mutations. When you roll on the Cancerous Mutation Table, you may roll twice, and choose either result.

Malignant Growth

By 15th level, your greatest weakness has become your greatest strength. When you spend a hit dice to activate a mutation or other class feature, you may choose to reduce an ability score of your choice by 1 for each hit dice spent. If you do so, your maximum hit points are not reduced. Ability scores reduced in this way return to normal when the mutation ends

Chaotic Mutation

At 18th level, your Mutagenic prowess has expanded to make you a true and terrible creature of your own design Whenever you spend one or more hit dice to activate a mutation, You gain the benefits of one additional mutation at it's lowest tier, chosen randomly from the list of mutations at the end of this class. This mutation does not have to be a mutation you know or have primed.

Cancerous Mutation

Roll	Effect
1-2	*Roll on this table once at the start of each of your turns for the next minute, ignoring this result on subsequent rolls*
3-4	*One of your active mutations deactivates at random.*
5-6	*Your mouth stitches itself shut, and re-opens at the back of your head.*
7-8	*Sunlight seems to sear your skin. You have disadvantage on skill checks and attack rolls while in direct sunlight.*
9-10	*You have disadvantage on perception checks as your eyes cloud over.*
11-12	*Your skin sears with burning pain. You are vulnerable to fire damage.*
13-14	*One of your fingers grows to a bony and unnatural length.*
15-16	*Tumorous growths cause you disadvantage on all dexterity checks.*
17-18	*Your body becomes covered in a coat of thick fur. You gain resistance to cold damage.*
19-20	*All color and pigment rapidly disappears from your body, leaving your skin translucent and your inner organs visible*
21-22	*Senses seem to shift, causing you to taste anything you touch.*
23-24	*Your eyes fuse together into one large cyclopean sphere. Giving you disadvantage on ranged attack rolls.*
25-26	*Eyes sprout from your open wounds, granting you a cumulative +1 bonus to perception each time you take damage.*
27-28	*Your tongue swells to almost entirely fill your mouth, muffling your speech.*
29-30	*Your Limbs reposition themselves ,causing you disadvantage on attack rolls.*
31-32	*Your hands contort themselves into a unsettling backwards grip.*
33-34	*Your skin shifts into jarring neon hues, pulsing violently through fluorescent colors.*
35-36	*Your skin barely protects your vital flesh. You gain vulnerability to acid damage*
37-38	*Your Irises split, becoming twined or even triplicate pupils*
39-40	*You breath through microscopic pores on your skin. Heavy clothing or armor is suffocating*
41-42	*Your sex changes. roll 1d6 to determine your new sex. 1: Sexless, 2-3: Male, 4-5: Female, 6: hermaphroditic.*
43-44	*Your limbs stretch into gangly proportions extending your melee reach to 10ft*
45-46	*You loose the ability to see color. Everything is seen as a shade of puce.*
47-48	*Your skin bubbles and blisters, seeping vile yellow-green puss.*
49-50	*Thousands of small holes the size of nail heads open up across your skin.*
51-52	*Your metabolism speeds up, requiring you to consume food on an hourly basis or gain a level of exhaustion.*
53-54	*Your teeth rot away within your jaw. You lose access to any bite attacks you might have*
55-56	*Your mind becomes slow and hazy, causing you disadvantage on all intelligence checks.*
57-58	*Your vision expands to show you colors where there should be sounds.*
59-60	*You develop extra fingers on your hands. Roll 1d8 to determine how many.*
61-62	*One of your arms begins to act independently of you, as controlled by the DM.*
63-64	*Your eyes double in size, their pupils becoming irregular and pulsing bizarrely.*
65-66	*All hair falls from your body and you gain vulnerability to cold damage.*
67-68	*A strong magnetic field seems to resonate from your body, causing you to adhere to metallic items and surfaces.*
69-70	*You are unable to deactivate your most recently activated mutation.*
71-72	*At a random point during each hour, you cough up small creature decided by the DM*
73-74	*You develop a tumourlike growth which constantly spouts vile and offensive phrases.*
75-76	*Your eyes stitch themselves shut, but a new functional eyeball opens in each palm or at the tip of each of your fingers.*
77-78	*You suddenly develop one random mutation you do not normally know. You cannot willingly deactivate this mutation.*
79-80	*Bony growth hardens your flesh around each injury you take, increasing your AC each time you are hit by a melee weapon attack*
81-82	*Activating Mutations costs twice the normal amount of hit dice.*
83-84	*Each strand of you hair becomes capable of complex and independent movement.*
85-86	*Your face twists, rearranging your facial features into an alien configuration.*
87-88	*Your skin sheds moisture and dirt, repelling any liquid or filth that would adhere to it.*
89-90	*You are unable to regain hit points through any means short of Greater Restoration.*
91-92	*Activating a mutation causes your to become poisoned until the end of your next turn.*
93-94	*Your voice resonates any spoken words exclusively in deep speech, even if you do not understand the language.*
95-96	*Your jaw splits in 2 parts, opening your mouth into thirds.*
97-98	*Your eyes extend out from your head on thin elongated stalks.*
99-100	*You regain all expended hit dice as if you had taken a long rest*

Mutations

As a Mutophage, you have learned to harness the terrible and gruesome mutations that warp your flesh. The Mutations listed here represent a broad array of the ways in which your body might be capable warping itself to suit your needs. At first level, you know 6 mutations, and you learn additional mutations as shown in the "Mutations Known" Column of the Mutophage Class table. You must meet all prerequisites of a mutation in order to activate it.

Mutations are taxing on your body, and require expending some of your health and stamina to activate and maintain. This is represented by a cost in hit dice, which increases as you activate more powerful tiers of the same mutation. To activate a mutation you must spend a number of hit dice equal to the tier you wish to activate the mutation at. Once a mutation is active, you may spend additional hit dice in the same time to increase it's active tier in the same way.

Mutations remain active at their current tier until you complete a long or shot rest, are knocked unconscious, or until you choose to deactivate them or lower their tier as an action on your turn. When a Mutation ends, any benefits or effects it has on the mutated creature end as well.

Many Mutations represent violent physical changes to your body. At your DM's discretion, these mutations may be violent enough to damage or destroy armor or equipment. It is recommended to discuss this with your DM in advance.

Aberrant tail

Prerequisite: Lvl 1

A bony growth of flexible muscle and tendon extends from the base of your spine, or your existing tail grows stronger and more robust

Tier One (1 hit dice)
While this mutation is active, you gain the a robust tail capable of rudimentary control. This tail counts and a limb for the purpose of your unnatural weapon feature, however, you have disadvantage on attacks made using your tail.

Additionally, the superior balance provided by your tail grants you advantage on acrobatics checks while this mutation is active.

Tier Two (2 hit dice)
While this tier is active, you gain a finer level of control over the movements of your tail. Your tail can be used to manipulate items and objects weighing no more than 10lbs, and may can be used to stow or retrieve a single item as a free action once per round.

Additionally, you no longer suffer disadvantage on natural weapon attacks made using your tail

Acid Blood

Prerequisite: Elemental Adaptation (acid)

Your blood becomes dangerously caustic, eating away at flesh and stone when it is spilled.

Tier One (1 hit dice)
While this mutation is active, when you are hit with a melee attack that deals piercing or slashing damage, the triggering attacker must succeed on a dexterity saving throw against your mutation save DC or take acid damage equal to your Unnatural Weapon Dice.

Tier One (2 hit dice)
While this tier is active, your bloods toxicity increases diuretically as you become injured. While you are at or below half your maximum hit point value, you may use a bonus action to splatter your surroundings with acidic blood. All creatures within 5ft of you must succeed on a dexterity saving throw against your mutation save DC or take acid damage equal to your Unnatural Weapon Dice.

Aquatic adaptation

Prerequisite: Lvl 1

The growth of grotesque webbing and gills allows you to function in the water as well as any creature of the sea.

Tier One (1 hit dice)
While this mutation is active, you gain a swim speed equal to your base movement speed, and can breath water as well as air.

Tier Two (2 hit dice)
While this tier is active, your Swim Speed increases to 60 ft, and you gain advantage on melee attacks you make while underwater.

Armored Carapace

Prerequisite: Toughened Hide

A hardened shell of bone like armor plating spreads out from around you providing security against even the worst attacks.

Tier One (1 hit dice)
As an action on your turn, you can withdraw into your armoured carapace, gaining a +4 bonus to AC, and advantage on constitution, dexterity, and strength saving throws until you emerge. While withdrawn in this way, your speed is reduced to 0 and the only action you can take is a bonus action to emerge from the carapace.

Tier Two (2 hit dice)
While this tier is active, when you use an action to withdraw into your armoured carapace, you may choose one medium creature or two small creatures within 5ft of you. These creatures are pulled into your space and protected by your carapace until you emerge.

While protected by your carapace, a creatures speed becomes 0 and cannot be increased. It is considered to have total cover and attacks against it target you instead. A creature protected by your carapace cannot see outside your carapace

Bioluminescence

Prerequisite: Lvl 1

Bioluminescent glands pulse along your body.

Tier One (1 hit dice)
While this mutation is active, you may cause a portion of your body to produce softly glowing light. You choose the color and intensity of this light and may change it at will. At maximum, you may shed bright light in a 20-foot radius and dim light for an additional 20 feet.

Tier Two (2 hit dice)
While this tier is active, your vibrant glow is enough to distract and disorient prey and predator alike.

As an action on your turn, you may vibrantly flash your bioluminescence. Each creature within 20 ft that can see you must make a constitution saving throw, or be blinded until the end of it's next turn.

Tier Three (3 hit dice)
While this tier is active, your bioluminescence is more than just distracting, it is actively mesmerising.

As an action on your turn, you may pulse your bioluminescence in a mesmerising pattern. Each creature within 20 ft who sees the pattern must make a Wisdom saving throw. On a failed save, the creature becomes charmed by you until the end of it's next turn. While charmed in this way, the creature is incapacitated and has a speed of 0.

This effect ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

Bizarre Tentacle

Prerequisite: Lvl 3

A portion of your body warps itself into a long and flexible tentacle, or a mass of writhing tendrils

Tier One (1 hit dice)
While this mutation is active, you gain a tentacle or mass of tentacles capable of grabbing at prey. This tentacle counts as a limb for the purpose of your unnatural weapon feature, and can be used to make grapple checks against targets within 5 ft with advantage, even if you already have another target grappled using other limbs

The tentacle is strong and flexible but not as dextrous as a hand. It can be used to perform simple object interactions such as opening a door, or pulling a lever, but not for more complex tasks such as using tools or equipment other than natural weapons.

Tier Two (2 hit dice)
While this tier is active, your tentacle extends to allow you to interact with distant creatures and objects. You may use your tentacle to make melee attacks and grapple checks against targets within 10 ft, or to interact with unattended items and objects within 15 ft.

Cerebral Expansion

Prerequisite: Lvl 3

Your skull expands to afford space to a growing mass of throbbing brain tissue.

Tier One (1 hit dice)
While this mutation is active, your intelligence score is increased by 1, and you have advantage on checks made to recall any information you have seen, heard, or read.

Tier Two (2 hit dice)
While this tier is active, you gain resistance to psychic damage, and have advantage on saving throws made against effects that would alter your mind, such as the charmed or frightened conditions

Clinging grasp

Prerequisite: Lvl 1

Tiny Hook-like hairs, or squid-like suckers spread across allow your skin, allowing you to climb difficult surfaces and hold tight to any potential prey.

Tier One (1 hit dice)
While this mutation is active, you gain a climb speed equal to your base speed, and have advantage on checks made to grapple creatures of your same size category or smaller.

Tier One (1 hit dice)
While this tier is active, Your climb speed allows you to climb difficult surfaces - including upside down on ceilings - without needing to make an ability check, and you ignore difficult terrain when climbing.

Collapsible Skeleton

Prerequisite: Lvl 3

Your bones crack and fold, or gelatinise into a system of fluid-filled tubes, allowing you to fit into places you should not be able to with ease.

Tier One (1 hit dice)
While this Mutation is active, You can move through spaces large enough for creatures one size category smaller then you without squeezing, and have advantage on checks made to escape a grapple.

Tier One (2 hit dice)
While this tier is active, You can move through spaces large enough for creatures two size categories smaller than you then you without squeezing, and are immune to the grappled condition.

Consuming Maw

Prerequisite: Lvl 1

Your cavernous maw can open in grotesque and unsettling ways, easily devouring objects seemingly too large for you to do so.

Tier One (1 hit dice)
While this mutation is active you may use an action on your turn to consume any non-magical item or object with a total volume no larger than one cubic foot. Items consumed in this way are permanently destroyed, and cannot be restored by any means less than a wish spell.

Tier One (2 hit dice)
While this tier is active, when you use this mutation to consume an item or object, you regain a number of hit dice equal to the item's value in platinum, up to a maximum of your proficiency bonus.

Additionally, during a long or short rest, you may consume the corpse of a creature no larger than yourself. When you do so, you regain a number of hit dice equal to 1/2 the creature's CR

You may regain a number of hit dice using this mutation no greater than your hit dice maximum between long rests.

Tier Three (3 hit dice)
While this tier is active, you may consume magical items with a rarity of common or uncommon.

Additionally, when you consume a corpse using this mutation, you regain a number of hit dice equal to the creature's full CR instead of 1/2.

Defensive Spines (3)

Prerequisite: Toughened hide

Sharp bony protrusions erupt from your body, making attacks against you a dangerous gamble.

Tier One (1 hit dice)
While this Mutation is active, when you are hit by a melee attack, the attacker must succeed on a dexterity saving throw against your Mutation Save DC or take 1d6 piercing damage

Tier Two (2 hit dice)
While this tier is active, you may use your spiny quills to make a natural weapon attack against a target within 15 ft as a bonus action on your turn. This attack uses your dexterity modifier for attack rolls, and deals 1d6 piercing damage. Making this attack does not require ammunition or reduce your current hit points.

Digitigrade Limbs (1)

Prerequisite: Lvl 1

Your legs suddenly seem to break and bend in an unnatural way, reforming themselves into something far more bestial.

Tier One (1 hit dice)
While this mutation is active, your base speed increases by 10 ft, and you may add double your proficiency bonus to Athletics or Acrobatics checks made to jump.

Tier Two (2 hit dice)
While this tier is active, your base speed increases by an additional 10 ft, and you may take the dash, dodge, or disengage action as a bonus action on your turn.

Elemental Adaptation

Prerequisite: Lvl 3

Your hide chars like coal or thickens with a layer of insulating fur, allowing you to shrug off damage of a particular elemental type

Tier One (1 hit dice)
Choose an elemental damage type from the following; acid, fire, cold, lightning. While this mutation is active, you gain resistance to damage of that type.

Tier Two (2 hit dice)
While this tier is active, you may choose from radiant and necrotic as additional damage types for use with this mutation.

Tier Three (3 hit dice)
While this tier is active, you gain immunity to your chosen damage type, rather than just resistance.

Elemental Strike

Prerequisite: Lvl 3

Your body roars with flame or crackles with lightening, turning you into an elemental monstrosity.

Tier One (1 hit dice)
Choose an elemental damage type from the following; acid, fire, cold, lightning. While this mutation is active, the additional damage from your unnatural weapon feature is dealt as this damage type, instead of the weapon's normal damage type.

Tier Two (2 hit dice)
While this tier is active, you may choose from radiant and necrotic as additional damage types for use with this mutation.

Additionally, your natural weapon attacks ignore resistance to your chosen damage type, and treat immunity to your chosen damage type as resistance.

Fleshroot

Prerequisite: Lvl 3

Rootlike tendrils grow from your flesh, burrowing deep into the ground.

Tier One (1 hit dice)
While this mutation is active, once per round as a free action, you may quickly root yourself into the ground, reducing your speed to 0, and giving you immunity to forced movement. To end this effect, you must spend a bonus action to uproot yourself, even after deactivating this mutation.

Tier Two (2 hit dice)
While this tier is active, and you are already rooted to the ground, you may use a bonus action on your turn to create a zone of rootlike tendrils centered on a point within 20 ft that you can see. This zone has a radius of 10ft, and is considered difficult terrain.

Tier Three (3 hit dice)
While this tier is active, and you are already rooted to the ground, you may use a bonus action to create a rootlike appendage at a point within 20 ft that you can see. This appendage has a speed of 0, and 15 hit points. It counts as a limb for the purposes of your unnatural weapon feature, and can be used to make melee weapon attacks and grapple checks against creatures within 5 ft. of it.

Grisly Endurance

Prerequisite: Lvl 3

Your veins pulse with an unseemly glow as your body hardens itself as if against toxins and sickness alike.

Tier One (1 hit dice)
While this mutation is active, you have advantage on saving throws made against poison and disease.

Tier Two (2 hit dice)
While this tier is active, you have advantage on constitution saving throws, and are immune to poison and disease

Hideous Wings (3)

Prerequisite: Lvl 3

Crude and grisly wings burst forth violently from your back.

Tier One (1 hit dice)
While this mutation is active, you may use your wings to slow your descent when falling. You fall at a rate of 60 ft per round, and take no falling damage when landing from a fall

Tier Two (2 hit dice)
While this tier is active, your wings are strong enough to support your weight when gliding. You fall at a rate of 10 ft per round, and can move horizontally up to 60 ft when falling.

Tier Three (3 hit dice)
While this tier is active, your wings are capable of keeping you fully aloft under their own power. You gain a fly speed of 120 ft, and can hover in mid-air.

Hightened Senses

Prerequisite: Lvl 1

Your senses expand with the aid of new or improved organs for sight, sound, smell, and perhaps even others.

Tier One (1 hit dice)
While this Mutation is active, you have advantage on perception checks, and gain darkvision out to a range of 60 ft if you do not have it. If you already have darkvision, it's range instead expands out by an additional 60 ft.

Tier Two (2 hit dice)
While this tier is active, you gain your choice of one of the following forms of sensory perception in addition to darkvision:

- Tremorsense

You can detect and pinpoint the origin of vibrations within a radius of 30 ft, provided that your and the source of the vibrations are both in contact with the same ground or substance. You cannot detect flying or incorporeal creatures in this way

- Thermalsense

You can discern the location and general shape of creatures and objects based on their temperature, even while they are invisible or behind cover. This sight is blocked by any amount of fire or a thin layer of thermally insulated material such as cool mud.

- Lifesense

You can sense the presence and location of living creatures out to a range of 60 ft, even while they are invisible or behind cover. You cannot determine the type or nature of these creatures, only their presence and size category. Constructs and Undead cannot sensed in this way.

Tier Three (3 hit dice)
While this tier is active you gain blindsight out to a range of 60 ft in addition to other senses granted by this mutation.

Additionally, as an action on your turn, you may choose to expanded your senses even more, reducing your current hit points by 2d6 and Gaining Truesight out to a range of 30 ft until the start of your next turn.

Hypermusculature (3)

Prerequisite: Lvl 5

Your muscles pulse and bulge beneath the surface of your skin, transforming you into a into a lumbering behemoth.

Tier One (1 hit dice)
While this mutation is active, you count as one size category larger when determining your carrying capacity and the weight you can push, drag, or lift, but not for the purpose of grappling.

Tier Two (2 hit dice)
While this tier is active, you may wield two handed weapons with one hand, and use the two handed damage dice for versatile weapons, even when wielding them with one hand.

Tier Three (3 hit dice)
,While this tier is active, you count as one size category larger for the purpose of grappling.

Additionally, you may add twice your strength modifier to attack roles and damage rolls when making melee weapon attacks.

Liar's Call

Prerequisite: Lvl 1

Your mutated vocal physiology allows you to perfectly mimic the sounds around you.

Tier One (1 hit dice)
While this Mutation is active, you can mimic sounds and sounds you have heard or alter you voice to resemble that of a different creature such as a child or an animal. Creatures must succeed on an insight check against your mutation save DC to recognize the sounds as false.

Tier Two (2 hit dice)
While this tier is active, you can use this mutation to perfectly imitate the voice of specific creatures such as a town noble or a farmer's wife, so long as you have spent at least an hour studying the vocal patterns of the individual you wish to mimic. You gain advantage on checks made to pass as the chosen individual, and creatures must succeed on an insight check against your mutation save DC to recognize the voice as false.

Mutable Flesh

Prerequisite: Lvl 1

Your flesh becomes slick and oozelike to the touch, allowing you to shift your features in grotesque ways

Tier One (1 hit dice)
While this mutation is active, you have advantage on checks made to disguise your appearance, and may make checks to visually disguise yourself as if using a disguise kit, even if you do not have one.

Tier Two (2 hit dice)
While this tier is active, your oozelike skin creates a hindrance for those that would do you harm. When you are hit by a melee attack, the triggering attacker must succeed on a dexterity saving throw against your Mutation Save DC or take a -2 penalty to AC and Dexterity Saving Throws, and have it's movement speed reduced by half until the end of it's next turn.

Tier Three (3 hit dice)
,While this tier is active, You may use an action on your turn to transform your appearance.

You decide what you look like, including your height, weight, facial features, hair length, coloration, and distinguishing characteristics, if any. You can make yourself appear as a member of another race, though none of your statistics change. You cannot appear as a creature of a different size than you, and your basic shape stays the same; if you're bipedal, you can't use this mutation to become quadrupedal, for instance. At any time while this mutation remains active, you can use your action to change your appearance in this way again.

A creature who sees you may attempt a wisdom saving throw against your Mutation Save DC to recognize your appearance to be as false. A creature who touches the disguise finds your flesh to be slimy and ooze-like, and immediately recognizes your appearance as false.

Neurotoxic Venom

Prerequisites: Lvl 5, Venomous strike

The toxins you inject into your pray are paralytic in nature, causing nerves to misfire and muscles to seize up.

Tier One (1 hit dice)
While this mutation is active, when you poison a target using your venomous strike mutation, the target is also incapacitated until the end of it's next turn

Tier Two (2 hit dice)
While this tier is active, when a target fails it's initial saving throw against your poison by 10 or more, it is stunned until the start of it's next turn rather than incapacitated. If a target critically fails it's saving throw against your poison, it is Instead paralysed until the start of it's next turn.

Tier Three (3 hit dice)
,While this tier is active, Creatures who are reduced to 0 hit points by your natural weapon attacks are instead petrified. This effect lasts until you choose to end it as a free action, or until it is removed by way of a greater restoration spell or similar magic.

Parasitic Twin

Prerequisite: Lvl 3

A second head boils up from out of your flesh, or splits apart from your own in a gross and gruesome fashion.

Tier One (1 hit dice)
While this mutation is active, you add twice your proficiency bonus to passive perception checks, and have advantage on Wisdom (Perception) checks and on Saving Throws against being Blinded, Charmed, Deafened, Frightened, Stunned, or knocked Unconscious.

Tier Two (2 hit dice)
While this tier is active, you have advantage on initiative rolls, and Creatures within 5 feet of you provoke opportunity attacks from you even if they take the Disengage action before leaving your reach.

Additionally, when a creature within 5 feet of you makes an attack against a target other than yourself, you can use your reaction to make a melee weapon attack against the attacking creature.

Pheromone Bloom

Prerequisite: Spore carrier

Your Spores become increasingly hard to resist, as does your command over those you have charmed with them

Tier one (1 hit dice)
While this mutation is active, creatures charmed by your spore carrier mutation no longer become hostile after it's effect ends.

Tier Two (2 hit dice)
While this tier is active, as an action on your turn, you may touch a creature charmed by your spores and reduce your current hit points by twice the creature's CR or level, issuing the creature a command or suggestion.

The target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described as if under the effects of the suggestion spell. On a successful save, the creature is no longer charmed, and becomes immune to the effects of this mutation for the next 24 hours.

Psionic Awakening

Prerequisite: Cerebral Expansion

The throbbing mass of grey matter between your ears becomes so much more as you awaken psionic powers from your mutated mind.

Tier one (1 hit dice)
While this mutation is active, you can telepathically speak to any creature within 60 ft. You do not to share a language to be heard. This communication is one-way, although you are capable of understanding the creature's basic emotional response.

Tier Two (2 hit dice)
While this tier is active, whenever you succeed on an intimidation check against one or more creature, you may use a reaction to deal psychic damage to the triggering creatures equal to your Unnatural Weapon Dice.

Tier Three (3 hit dice)
While this tier is active, As an action on your turn, you may attempt to enforce your will onto those around you.

When you use this ability, reduce your current hit points by a number of d6 no greater than half your remaining hit dice; the number of hit points of creatures this ability can affect is equal to twice this amount.

Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures). Starting with the creature that has the lowest current hit points each creature affected by this ability must make a wisdom saving throw or be affected as if by the spell *dominate monster* for a number of rounds equal to your proficiency bonus.

Creatures with a CR lower than half your level have disadvantage on this saving throw

Regenerative Flesh
Prerequisite: Lvl 3
Your already abnormal healing rate accelerates to potentially disturbing levels, allowing you to heal from wounds as quickly as they can be inflicted

Tier One (1 hit dice)
While this mutation is active, you may use a bonus action on your turn to expend a single hit dice and regain hit points as if you had completed a short rest

Tier Two (2 hit dice)
While this tier is active, when you spend a hit dice to regain this point, you regain additional hit points equal to your proficiency bonus.

Additionally, when you spend a hit dice to regain hit points, you may instead choose to regenerate a portion of your body no bigger than 6 inches in any direction, such as a hand, and eye, or a kidney

Tier Three (3 hit dice)
,While this tier is active, your body passively recovers from injuries even more fervently when under duress. At the beginning of each of your turns, you regain a number of hit points equal to your proficiency bonus if you took 6 or more points of damage during the previous round.

Additionally, when you spend a hit dice to regain hit points, you may instead choose to regenerate a large portion of your body, such as a limb, as per the *regenerate* spell.

Spinneret
Prerequisite: Lvl 1
Strange pores on your body begin to secret a sticky web-like substance, which can be used to bind and ensnare your foes.

Tier One (1 hit dice)
While this mutation is active, you may use an action on your turn to fire adhesive webbing at a target within 60 ft. The target must succeed on a strength saving throw or be restrained for a number of rounds equal to your proficiency bonus. A creature may repeat this saving throw at the end of each of it's turns.

Tier Two (2 hit dice)
While this tier is active, your webs become both stronger, and more versatile. Your webbing can be used to lift or pull objects and creatures weighing up to half your carrying capacity. When you use your action to restrain a target with your webbing, you may use a bonus action on the same turn to pull the target up to 15 ft, or knock the target prone.

Tier Three (3 hit dice)
While this teir is active, your webbing becomes a dense and substantial hazard. As an action on your turn, you may reduce your current hit points by 2d6 to recreate the effects of the *Web* spell.

Additionally, during a short or long rest, you may carefully spin your webbing to create chords of silk rope. You create up to 10 ft of rope for each hour you spend in this manner. Spinning your webs in this way is considered light activity, and does not prevent you from gaining the benefits of a rest.

Spore Carrier
Prerequisite: 3
Mushroom like pustules form along your body, capable of releasing puffs of mind-altering spores.

Tier One (1 hit dice)
While this mutation is active, you may use an action on your turn to reduce your current hit points by 1d6, and release a cloud of psychoactive spores in a 5 ft radius sphere centered on yourself. This zone lasts for a number of rounds equal to your proficiency bonus, or until dispersed by a strong wind or similar effect. The zone follows your movement, remaining centered on you at all times.

Creatures who enter this zone or start their turn there must succeed on a wisdom saving throw, or be charmed by you until the end of their next turn, or until you or your companions do anything harmful to it. Creatures who are already hostile to you are immune to this effect. While charmed in this way, a creature treats you as a friendly acquaintance.

When the effect ends, a creature recognizes that it was manipulated in some way, and becomes hostile toward you. A creature prone to violence might attack you. Another creature might seek retribution in other ways (at the DM's discretion), depending on the nature of your interaction with it.

Tier Two (2 hit dice)
While this tier is active, hostile creatures are resistant to the effects of your cloud of spores, rather than immune.

Additionally, creatures charmed by your cloud of spores are incapacitated for the duration, in addition to being charmed

Tier Three (3 hit dice)
While this tier is active, creatures that fail three consecutive saving throws against your cloud of spores must make a constitution saving throw. On a failure, the creature falls unconscious for 1 minute, or until another creature uses it's action to wake them up. On a success, the creature is instead stunned until the end of it's next turn.

Subterranean Burrower

Prerequisite: Lvl 2

Shovel-like claws, or insectoid mandibles shape themselves gruesomely from your flesh, allowing you to move soft soils with ease.

Tier One (1 hit dice)
While this Mutation is active, you gain a Burrow speed equal to your base movements speed. You can use that speed to move through sand, earth, mud, or ice, but not through solid rock or stone.

When burrowing, you may choose to reduce your speed by half. If you do so, you leave behind a tunnel large enough for a creature of your same size category to fit through while squeezing.

Tier Two (2 hit dice)
While this tier is active, you can burrow through harder materials such as natural rock and stone, but not through metal or reinforced structures.

Tunnels you create through this movement are large enough for a creature of your same size category to fit through without squeezing.

Symbiotic Infestation

Prerequisite: Lvl 5

Something sinister moves beneath the surface of your skin, as you become host to swarms of biting, stinging insects, which hatch out from within your own flesh.

Tier One (1 hit dice)
While this mutation is active, you are surrounded by a small swarm of vicious insects. Enemies who start their turn within 5ft of you must succeed on a dexterity saving throw or take 2d4 piercing damage.

Tier Two (2 hit dice)
While this tier is active, the swarm is you host eagerly obeys your commands. As an action on your turn, you may reduce your current hit points by 3d6 to summon a swarm of insects, as shown on pg 338 of the monster manual at a point within 20 ft that you can see. This swarm is loyal to you and obeys your telepathic commands. You may command the swarm as a bonus action on your turn. Attacks made by the swarm count as natural weapon attacks for the purposes of your other mutations and class features.

You may have no more than one swarm of insects summoned at any one time.

Tier Three (3 hit dice)
While this tier is active, your swarm grows in both size and complexity. You may summon up to two swarms of insects at once, and may command both swarms using the same bonus action.

Additionally, your swarms are capable of acting in unison to provide you with a helping hand. You may use any of your swarms of insects to manipulate items and objects weighing no more than 10 lbs as if you occupied the swarm's space.

Toughened hide

Prerequisite: Lvl 1

A thick, leathery hide layered together with dense scales or chitinous plating help protect you from simple injury

Tier One (1 hit dice)
While this mutation is active, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier while you are not wearing any armor.

Tier Two (2 hit dice)
While this tier is active, your reinforced hide grants you resistance to bludgeoning, piercing, and slashing damage from non-magical weapons

Tier Three (3 hit dice)
While this tier is active, you gain resistance to bludgeoning, piercing, and slashing damage, even from magical weapons and attacks

Additionally, you have advantage on saving throws against spells or other magical effects that would affect you.

Tumorous Appendage

Prerequisite: Lvl 5

A warped and grasping limb sprouts from your body, granting your a grotesque helping hand.

Tier One (1 hit dice)
While this mutation is active, you gain an additional small arm or appendage capable of carefully manipulating objects. This appendage can use tools or manipulate items and objects weighing no more than 10lbs and can be used to stow or retrieve a single item as a free action once per round.

The appendage counts as a limb for the purpose of your unnatural weapon feature, but can only be used to wield weapons with the light property.

Tier Two (2 hit dice)
While this tier is active, your tumorous appendage grows in size and power, allowing you to use for any task your natural limbs would be capable of performing, and to wield weapons without the light property

Venomous Strike

Prerequisite: Lvl 3

Venomous glands secrete a toxic bile along the length of your fangs, claws, or blades.

Tier One (1 hit dice)
While this mutation is active, your natural weapon attacks deal their Unnatural Weapon Dice as poison damage instead of the weapon's normal damage type

Additionally, once per round when you hit a creature with a natural weapon attack, you may force the target to succeed on a constitution saving throw be poisoned until the end of your next turn.

Tier Two (2 hit dice)
While this tier is active, your natural weapon attacks ignore poison resistance, and resistance to the poisoned condition. Additionally, you treat immunity to poison damage and the poisoned condition as resistance instead.

Tier Three (3 hit dice)
While this tier is active, targets who fail their saving throw against your poisoned attacks remain poisoned for up to a minute. A target may repeat it's saving throw against your poison at the end of each of it's turns.

Targets poisoned by your attacks continue taking poison damage equal to your Unnatural Weapon Dice at the start of eat turn they are poisoned. A target only takes this damage once per turn

Vile Breath (1)

Prerequisite: Lvl 5

Your throat or chest bulges with noxious fumes, ready to be unleashed upon your enemies

Tier One (1 hit dice)
While this mutation is active, you may use an action on your turn to reduce your current hit points by a number of d6 no greater than half your remaining hit dice, and exhale noxious fumes in a 15 ft cone. Each creature caught in the cone must make a dexterity saving throw. On a failed save, a creature takes poison damage equal to the damage dealt to yourself or half of that amount on a successful one

This mutations counts as a natural weapon attack for the purpose of your class features and other mutations. Additionally, If you have the Elemental Strike mutation active, you may change the damage type of this mutation to match the damage type of your Elemental Strike

Tier Two (2 hit dice)
While this tier is active, creatures who fail their save against your vile breath instead take damage equal to twice the damage dealt to yourself, or the full amount of damage on a successful one

Additionally, you may choose to alter the shape of this breath weapon, causing it to blast from you out in a line of 30 ft long and 5 ft wide in a direction you choose, rather than in a 15 ft cone.

Vocal Resonance (2)

Prerequisite: Lvl 5

Your voice booms with resounding energy that can shake the earth and shatter glass.

Tier One (1 hit dice)
While this mutation is active, you may use an action on your turn to unleash a thunderous roar. Each creature within 10 ft of you must succeed on a constitution saving throw or take thunder equal to your Unnatural Weapon Dice and be deafened until the end of its next turn

A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw.

Tier Two (2 hit dice)
While this tier is active, creatures who fail their saving throw against your thunderous roar are knocked prone in addition to being deafened.

Additionally, objects and structures within 10 ft of you, which are made of inorganic material such as stone or glass, automatically take damage from this attack equal to twice your Unnatural Weapon Dice.

Natural Weapons

By their very nature a mutophage has access to Grotesque and frightening weapons usually relegated only to beasts and monsters. Many of these horrendous tools of violence can be modeled as horrible versions of weapons already familiar to most adventurers - swords of bone or fleshy mauls and hammer-sized fists, the only limit is a mutophage's imagination.

There are however a few distinct weapons unique to the realm of monsters. Weapons that for one reason or another cannot be adequately represented by flesh warped versions of existing tools of war, but that any mutophage is capable of wielding, despite any mutations they may or may not know. These Natural weapons are presented below.

Natural Weapons

Name	Damage	Properties
Claws	*1d6 slashing*	*Finesse, Light, Special**
Maw	*1d6 piercing*	*Headmounted*, Light*
Horns	*1d6 bludgeoning*	*Headmounted*, Ramming** *(2d6)*
Thagomizer	*2d4 bludgeoning*	*Heavy*
Spitter	*1d6 acid*	*Headmounted*, (range 20/60)*

**Headmounted weapons do not necessarily occupy a hand or limb and do not require a hand or limb to be used*

***Ramming weapons, such as horns, use a different damage dice (shown in parenthesis) when used as part of a charge*

Claws

A set of sharpened claws, several inches long, extending either from the tips of the finger, or the knuckles. Claws can be weapon without forgoing the use of the hand they are attached to.

Maw

A pair of powerful jaws complete with gnashing teeth or fangs made for rending and tearing apart prey. Normally - but not always - attached to a creature's head.

Horns

Bony protrusions jutting from the skull, either curled and gnarled like the horns of a ram, or more akin to the branching antlers of a deer. Particularly effective when used as part of a charge.

Thagomizer

A maul-like mass of bony spikes often each over a foot long, perfectly suited for thrashing about at the end of a tail or reaching appendage.

Spitter

A sack-like gland and muscular orifice capable of producing caustic fluids and expelling them at high pressure towards a target from several yards away. Most often attached to the mouth of a creature, but not necessarily limited to that location.

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Notes By the Author

The Mutophage has Honestly been one of the toughest projects I have worked on. With something as chaotic and open-ended as mutation, there are just so many options that attempting to organize them in some way was a nightmare, and i spent almost a month on the parasite subclass alone.

The original Idea I had for this class revolved more firmly around choosing permanent mutations that you would only be able to change when you gained a level. But when it came down to it, not only did that make mutations hard to balance, it also meant the class was essentially just a "choose your own melee fighter," allowing the player to simply pick and choose what features they wanted at every level. And to keep them balanced, each level was going to need it's own list.

Ironically, while I was working on this class, Wizards of the Coast released the Symic Hybrid race as part of their unearthed arcana series, which does just that. I also had a lot of people suggest that this class should be able to just gain the abilities from the monsters it defeats, or something similar, and believe Me, I tried. But most monster abilities are only balanced for monsters, who are meant to be a challenge for players over the course of a single encounter. When you take those same abilities, and give them to a player, they become very broken, very fast.

In the end I settled for a class that makes use of both permanent and temporary mutations, and tried to provide an extensive list of Possible Mutations. And while the very nature of mutation makes it impossible to provide a comprehensive list of every possible mutation, The mutations I have listed are created with the idea that by combining them in unique ways, you can create almost anything. But just in case, I've tried to provide guidelines below for creating your own, or modifying existing mutations.

Creating Mutations

While I've tired to make the list of mutations included with this class as comprehensive as possible, there will always be people with new ideas. The guidelines Listed here can be used to help you imagine new mutations of your own.

Option one: Reflavor

There are a number of potential mutations that I decided not to include in this class because mechanically, they provided too similar an effect to something I had already included. One of the first steps to adding a new mutation is to imagine what effect it might have mechanically, and check to see if another mutation already has that effect. For example, a Sharp beak might provide the same sort of attack as the Vicious Maw mutation. or a chameleon-like adhesive tongue might well be represented by the tentacle or pseudopod mutations. In these cases, its as simple as changing the name and description of a mutation that is already there.

Option Two: Collect

While working on this project and others, I have come across some truly astounding documents, such as the Metamorphica, which contain thousands of mutations. If you find a mutation in one of these books that you think would fit your character, just sit down with your DM and discuss what the cost and prerequisites for such a mutation might be.

Option Three: Rework

Reworking existing spells or features from other classes can sometimes be a great way to envision new mutations. While this certainly requires more effort to maintain balance than other options, I cant count the number of times I have slightly tweaked (or overhauled) an existing ability to create something new. Sit down with your DM to discuss what you want out of the mutation, and what might be too powerful. many spells are mean to be limited use, or to last for a very short period of time, so bear that in mind when using them to create new mutations.